BATTLEMOOR IX

The Hall of the Mountain King

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An ancient King decreed a great Hall be built at the top of the world. No King would sit higher nor gaze farther. Great warriors gather, Bards attend and diverse artists bring forth masterworks. The people feast and revel and know all good things. Great Halls tumble to the ground. Great deeds fade into the mists of time. Remember what has gone before. Give life to legends and myths. Fight so great warriors are not forgotten. Sing so our histories are not lost. Revel so the Halls of Old rise up again. Bring those ancient times to life. Gather in the Hall of the Mountain King.

Sir Needham Bledso

YOU TOO CAN BE PART OF THE DREAM!

A bit of Battlemoor History

In ancient times, when mountain winters were colder than cold and desert summers were hotter than hot, wise leaders of Atenveldt created a winter war called Estrella where frozen northerners could come warm up in the gentle rays of the southern winter sun. Guests were welcomed with open arms and hearts. Alliances were forged, gifts were exchanged, and feasts and revels abounded. In due time, with great delight, the wise leaders of the Outlands created a different sort of summer festival called Battlemoor, in the cool mountains where sun baked southerners could find surcease. Alliances are strengthened, hospitality is joyfully returned, and feasts and revels abound. Battlemoor has become the gathering place for all of the widespread peoples of the region to meet old friends and new, to exhibit valor, and to have fun in a myriad of ways.

HOSPITALITY & VALOR & COURTESY & FRIENDSHIP!

BATTLEMOOR!!!

Welcome from the Crown of the Outlands

Greetings, from Béla VI and Anna, King and Queen of the Outlands! We wish to welcome one and all to enjoy the hospitality of Our Kingdom, and to thank each of you who have joined Us for another glorious Battlemoor!

The Outlands boasts of many exotic landscapes, but the bubbling stream and gentle mountains of Battlemoor may be Our most beautiful. The loveliness of this site is not the only allure. For those who wish to test their mettle, We offer tournaments and chivalrous battle; while for those whom the gentler persuasions call, the artisans promise to impress with their workshops and classes. The waxing moon will preside over each nights' revelry as We share the tales of the days' victories. We look forward to seeing dancers from far and wide enjoy the legendary rhythms of the Outlands drums. The musicians are tuned, and bards prepare to record the glories of this Battlemoor. The equestrians stand ready, Our archers shoot true, and We trust each Outlander to welcome Our guests.

We look forward to sharing this wonderful event with each of you; and We ask that you find time, even a brief hour, to assist with the running of Battlemoor.

In service to the Dream, Béla & Anna

Site Rules

We appreciate your adherence to these few rules.

Please respect the land and leave it better than you found it.

Upon arriving, stop at the Gate to begin check in. Help is available to find your campsite or camping group.
If you are pre-registered and come on site before Tuesday for set-up,
You must STILL check in with gate Tuesday morning.
You MAY NOT step on the hay being grown. The ONLY exception is the archery field. You may WALK on that. Stay away from all irrigation equipment. Respect property boundaries; do not cross fences. We have plenty of room here!

Please unload as quickly as possible, off the roads, and then immediately move your vehicle to the parking lots. All vehicles should display a parking sheet on the dashboard and be parked in appropriate areas. The dashboard parking sheet is so we can contact you if there are any problems.

No Cutting Trees or Limbs! If you have a tree or limbs in your encampment that you feel poses a danger let the Autocrats know and we will take care of it.

No making paths from rocks. They become a tripping hazard for other events held at this site.

Regardless of Colorado's laws on marijuana, SCA policy still prohibits marijuana use at events. In Colorado you must be 21 to consume alcohol. This will be enforced without exception.

Pets are allowed on site as long as they are properly leashed at all times. Clean up after your animals appropriately! Pets are welcome in camps as long as they're under control. If your pets are making enough noise that there are complaints, you may move to a campsite without neighbors or take them to a kennel in town. Vaccination records may be asked for.

Do not leave children unattended near the stream or pond. These present a fascination and a danger to children. Even in summer there can be rains and snow melts that flood the small stream. Minors must be under the supervision of their guardians at all times.

Do not dump anything into the stream or pond. The stream and pond are not potable for people.
Generator and motor quiet time will begin at 10:00 PM and end at 7:00 AM each day.
Anything that can be heard in court will need to be turned off during court.

Fire Information and Rules:
Subject to fire restrictions at the time of the event, there will be a fire each night in Town Hall.

1. **In camps, only propane stoves, lanterns, etc. that have on–off switches are allowed, and must be attended at all times. A fire extinguisher must be available at each camp using such a device.**
2. **Look for posted fire warnings and observe them. Local Fire Restrictions are subject to change at any time prior to or during the event.**
3. **While smoking is permitted, DO NOT THROW CIGARETTE BUTTS ON THE GROUND. Anyone caught doing so may be asked to leave the site.**
4. **No smoking within Town Hall pavilions – please treat these structures as you would a building and step outside these enclosures in consideration for fellow attendees and tent safety.**

Please bring your own water supply. As a supplement, potable (drinkable) water is available on site in the water buffaloes. It is important to remain hydrated, so please use what you need, but be not wasteful. When filling your personal containers, please make sure that the water spigot is closed after use and the hose is not left on the ground. We will have hydration stations (5-gallon jugs w/ covers) all around, not just at the fighting field, ALL guests are welcome to partake of this water.

Electricity is for Staff and official use only. If you need to charge a medical device, please talk to the event stewards.

The island, vehicles, houses, trailers and any buildings or structures are the Private Property of the Site Owner. Tampering, entering, defacing or disrespectful acts will not be tolerated. When you leave: Fill in any 'sump holes' dug for grey water. Fill any tent pole or other holes before you leave. Clear your site of trash/debris large and small. Please take your trash to the dumpsters provided. There are large dumpsters available by the main gate on the way out of site.

We LOVE pets at Battlemoor! Dogs, cats, goats, budgies, bats, hamsters- if you can put a leash on it, it's welcome at Battlemoor (sorry, snakes). That being said, if your pet has *ever* been aggressive, please don't stress them out by bringing them to a crowded, loud, unfamiliar environment. It's not a kindness. At the first sign of aggression, we'll help you find a place to board your animal in town. If you have a short-faced dog or cat and you're coming from a low altitude, they may have problems with the elevation, especially if they're excited about all the new things. Battlemoor is at 7965'. Please double check with your vet. They'll have to be on a leash at all times. Make sure there's identification on the collar so we can reunite you when the leash fails. Even if you bring your elephant, you're responsible for cleaning up behind them. Some animals are enthusiastic worshipers of the night. We have camping areas away from the main event. There are also on-line plans to make baffle boxes to cut down on the noise. You can set a kennel up in the back of your truck in the parking lot. If necessary, we'll help you find a place in town to board your animal.

Drive slowly on the dirt roads

Wednesday 7/4	Town Center	Apple Tree Keep	Merchants Lane	Groups, Camps, & Households	Youth Activities	Teen Activities	Armored Combat	Rapier Combat
8:00 AM								
9:00 AM								
10:00 AM								
11:00 AM								
12:00 PM	Battlemoor IX OPENS for everyone					Teen		
1:00 PM						Meet and Greet		Early Bird
1:30PM								Rapier Tourney
2:00 PM								Tourney Field
3:00 PM								
4:00 PM								
5:00 PM								
6:00 PM								
7:00 PM						Teen		
8:00 PM	When in Rome					Revel		
9:00 PM								
10:00 PM								
11:00 PM	Revel							

Archery Field	Equestrian Arena	Arts & Sciences Class 1	Arts & Sciences Class 2	Arts & Sciences Class 3	Arts & Sciences Class 4	A&S Class 5 (next to Artisan Lounge)	Fiber Tent	Arts & Sciences Other
Royal Rounds/ IKAC								
		LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK
		Beginning					Naalbinding Help	
		Kumihimo					Baroness Annys Wolf of Wharram Percy	Visit the Casting Tent Hosted by: THL Kenna McKenna
		Mistress Asenath de Winter				Persona Development Workshop THL Beatrix of Ambleside		Visit the Woodshop - Rebel Raccoon Woodworks Hosted by: Morgan Kynith
						Craft Hour for Kids Hosted by A Kid Phoebe		

Thursday 7/5	Town Center	Apple Tree Keep	Merchants Lane	Groups, Camps, &	Youth Activi-ties	Teen Activi-ties	Armored Combat	Rapier Combat
8:00 AM								
9:00 AM	**Welcome Court Town Center**						Theign Bear Pit	
10:00 AM					Youth Class/ Activity		Tourney Field	The Caerthan Five Rapier Melee
11:00 AM					Youth Class/ Activity		after Welcome Court	Melee Field
12:00 PM	K & Q Stags Meeting					Meet		
12:30 PM	K & Q Flower Meeting					and		Consort Tourney
1:00 PM						Greet -	Open	Tourney Field
2:00 PM					Youth Archery	Mask making	Melees	Rus Saber C&T Tourney concurrent with Exponential Bear Pit Tourney
3:00 PM					Class and Shoot	& games	Melee Field	Tourney Field
4:00 PM	Children's Ice Cream Sundae Bar Town Center						Art of Foot-work and Fighting Flow for	
5:00 PM							Tourney field	
6:00 PM								
7:00 PM						Teen		
8:00 PM	Torsdag Taco					Masquerade		
9:00 PM	Aka Zafirah's					Revel		
10:00 PM	Taco Party							

Archery Field	Equestrian Arena	Arts & Sciences 1	Arts & Sciences 2	Arts & Sciences 3	Arts & Sciences 4	Arts & Sciences 5	Fiber Tent	Arts & Sciences Other
Hall of the Mountain King Shoot								9AM-3PM Glass Tent Open Check glass tent for schedule Hosted by: Hannah d'Avila
Archery Range after Welcome Court	A Tournament of Equestrian Fun and Games Parade Ground	Punto in Aria -- Late Period Needle Lace THL Bronwen of Hindscroft	Make your Own Naalbinding Needle Mistress Asenath de Winter	Period Paint brushes Marion Forester Know your Leeches, First Aid in the SCA	Period Herbal Texts Baroness Annys Wolf of Wharram Percy	How to Look Like You Stepped Out of a Late Period Portrait THLady Cecilia War Drumming for Battles Master Harduin		Visit the Woodshop - Rebel Raccoon Woodworks Hosted by: Morgan Kynith Visit the Casting Tent Hosted by: THL Kenna McKenna
		LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	Lunch Break	LUNCH BREAK
		Punto in Aria -- Late Period Needle Lace THL Bronwen of Hindscroft	St. Birgitta's Cap Lady Unna Farulfsdottir	Posaments: Viking Metal Knotwork Countess Danielle de La Rochelle Stag Choir Practice	The Art of Teaching: for A&S Lady Cadlae "Key" Horsey	War Drumming for Tournaments Master Harduin	Cardboard Pocket Weaving THL Suzanna	
Youth Archery Class and Shoot Archery Range		Viking Bone Flute Manufacturing Egil Thorsson				Music Jam Practice Music Jam Hosted by: Baroness Gwenhwyvar		Enjoying Wine Brewing Tent Lady Bellatumara filia Disideri
						What's Up-Tonight? Astronomy Lady Fiora Della Casa 9:30-10:30PM Meet in Artisan Lounge		

Friday 7/6	Town Center	Apple Tree Keep	Merchants Lane	Groups, Camps, &	Youth Activities	Teen Activities	Armored Combat	Rapier Combat
8:00 AM								
9:00 AM								MOD
10:00 AM					Youth Class or Activity		Triple Timed Challenge Melee Field	Tourney
11:00 AM					Youth Class or Activity		Knowne World Pick –up Invitational (Immediately following melees)	Tourney Field
12:00 PM	K & Q White Scarves Meet-					Teen		
12:30PM						Meet	Newcomers Tourney Tourney Field concurrent with Novice	Novice Rapier Tourney field concurrent with Newcomers
1:00 PM						and		
2:00 PM					Youth Martial	Greet	Unbelted Tourney Tourney Field	Non-Don
3:00 PM					Class or Activity		concurrent with	Tourney Tourney Field concurrent with
						Teen	Non-Don	Unbelted
4:00 PM						Drumming Class	Train the Trainer: Tips, Tricks, and Techniques on Training Fighting Tourney Field	
5:00 PM								
6:00 PM	**Outlands Court Town Center**							
7:00 PM	Windhover Regional Bardic Competition immediately following Court- will run concurrently with Hafla		Midnight			Teen		
8:00 PM	House Vandale		Madness			Revel		
9:00 PM	**Hafla**		Merchants					
10:00 PM	Earl Tam							
11:00 PM	Chipeladas							

Archery Field	Equestrian Arena	Arts & Sciences Class 1	Arts & Sciences Class 2	Arts & Sciences Class 3	Arts & Sciences Class 4	Arts & Sciences 5 (next to	Fiber Tent	Arts & Sciences Other
Prize or					Herbal Teas			9AM-3PM Glass Tent Open Check glass tent for schedule
Theme shoot	A Day of Horsemanship	A Multitude of Colors: Making Period Pigments for Illumination	Writing an Award Recommendation Meistr Llywus ap Alan	Beginning Leather Carving (First Half)	Baroness Annys Wolf of Wharram Percy	The Three F's of Norse/Slavic Clothing Duchess Cecilia Mowebray & Countess Ingriðr Rauðkinn		Visit the Woodshop - Rebel Raccoon Woodworks
Archery Range	Finesse and Beauty Parade Ground	THL Marion Forester	Resist-less Silk Banners: A more period banner Madame Adelaisa Bernois	THL Elric Thurstonsen of Dragonskeep	Open Philosophy Discussion Sir Rowland de Grey with Special Guests	Basic Middle Eastern Hand Drumming Master Harduin		Visit the Casting Tent Hosted by: THL Kenna McKenna
		Punto in Aria --	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK		LUNCH BREAK
		Late						
		Period	Needle Felting Lady Sæunn Hrafndóttir	Beginning Leather Carving (Second Half)	Art of Teaching: for Services Lady Cadlae "Key" Horsey	Dancing to Middle Eastern Drumming Master Harduin	Herbal Fiber Care and Bug Repellent Baroness Annys Wolf of Wharram Percy	
		Needle Lace	Archer Marshal Class THL Lyssa	THL Elric Thurstonsen of Dragonskeep		Music Jam Practice		
Trebuchets in Medieval Siege THL Angus Montgomery		THL Bronwen	Winter Travel: Skis Sir Iohann der Vuhs	Stag Choir Practice		Music Jam Hosted by: HE Gwenhwyvar ferch Tewdrig		
the Forrester		of Hindscroft						
				Court Dancing 6-8PM				
				Hosted By: Maestra Elena Isabella de Glastonbury				
						What's Up Tonight?		
						Fiora della Casa		
						Artisan Lounge		

Saturday 7/7	Town Center	Apple Tree Keep	Merchants Lane	Groups, Camps, &House	Youth Activities	Teen Activities	Armored Combat	Rapier Combat	Archery Field
8:00 AM									
9:00 AM							**Sword and Shield** Tourney Field		**Royal**
10:00 AM					Youth Class/Activity			The Great Fire of Edinburgh	**Archer**
11:00 AM					Youth Class/Activity			Rapier Melee Melee Field	**Qualifiers**
12:00 PM	K & Q Theigns Meeting					Final Teen Meet and Greet			**and Finals**
12:30 PM	K & Q Sharparrows Meeting								**Archery**
1:00 PM							Battle of the		**Range**
2:00 PM	Queen's Tea Concurrent with				Youth Marital		Five Armies	Ladies of the Rose Tourney	
3:00 PM	Ladies of the Rose Tourney				Class/Activity		Melee Field	Tourney field	
4:00 PM									
5:00 PM									
6:00 PM	**Grand Court Town Center**								
7:00 PM									
8:00 PM	Heroes Vs. Monsters Parade followed by Hall of the Mountain King Revel concurrent with the Torchlight Tourney Royal Cocktail and						Torchlight Tourney tourney field following the Heroes Vs. Monsters Parade concurrent with the Hall of the		
9:00 PM	Appetizer Mixer						Mountain King		
10:00 PM	Concurrent with						Revel		
11:00 PM	Torchlight Tourney								

Equestrian Arena	Arts & Sciences Class 1	Arts & Sciences Class 2	Arts & Sciences Class 3	Arts & Sciences Class 4	Arts & Sciences 5 (next to Artisan	Fiber Tent	Brewing Tent	Arts & Sciences Other
			Hebrew and Arabic		Battlemoor		Brewer Registration	9AM-3PM Glass Tent Open Check glass tent for schedule Hosted by: Hannah d'Avila
A Day of Equestrian	Making Period Paint for Illumination THL Marion Forester	Roman Rag Doll Make & Take	Calligraphy 101	Simple Fingerloop Award Cord Mistress Asenath de Winter	Artisan			Visit the Woodshop - Rebel Raccoon Woodworks
Martial Combat Parade Ground	On the Making of Iron Gall Ink Meistr Llywus ap Alan	Lady Hawisia de Groote	Baroness Annys Wolf of Wharram Percy	Open Philosophy Discussion Sir Rowland de Grey with Special Guests	Challenge		11:00 Judge Assembly & Instruction 11:30 Wine/Mead Judging	Visit the Casting Tent Hosted by: THL Kenna McKenna
	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK	LUNCH BREAK				
				Outlands Scribes Meeting	Sip N Show	Fiber Prep and Drafting Off a Spinning Stick		
				Music Jam Practice	w/ 4D Dirty Dozen			
	Stag Choir	Practice		Music Jam Hosted by: Gwenhwyvar ferch Tewdrig	Donation Derby	Fiber Guild Meeting		Trebuchets in Medieval Siege THL Angus Montgomery the For-

Sunday 7/8	Town Center	Merchants Lane	Armored Combat	Rapier Combat	Arts & Sciences Other
8:00 AM	Pancake				
9:00 AM	Breakfast				9AM-3PM Glass Tent Open
10:00 AM			Spear Tournament Melee Field	Artisan Warrior Tourney Tourney Field	Check glass tent
11:00 AM			followed by Open Melees		for schedule
12:00 PM					Hosted by: Hannah d'Avila

The Crown will meet with Grant holders at the following times:

GOA MEETINGS:

Thursday	Friday	Saturday
12:00 PM Stags	**12:00PM White Scarves**	**12:00PM Theigns**
12:30 PM Flowers		**12:30 - Sharparrows**

And additionally will make themselves available Sunday morning at the equestrian championships for any Silver Lances who wish to discuss the state of equestrian activities.

CHAFFEE COUNTY SHERIFF'S OFFICE

Due to dry conditions that are becoming prevalent throughout Chaffee County, the continued dry weather predicted for our region and diminishing fire resources Sheriff John Spezze has ordered that

Chaffee County will enter STAGE 2 Fire Restrictions effective Monday June 11, 2018

The Chaffee County Sheriff's Office will be strictly enforcing this fire restriction in the interest of public safety for both our county residents and visitors as well.

For the most current information please visit: http://chaffeesheriff.org/fire-restrictions/

Welcome to Battlemoor, the premier event of the Outlands.

An event this large has a huge staff that does all the work. No matter what we threw at them-date changes, site changes, vendors, weather, mermaids- they picked it up and handled it with competence and grace. These people define the Outlands and we're grateful to have had the chance to work with them. This list can't begin to cover the debt we owe them. If you see one of them, thank them.

Deputy – Lord Dubhghaill MacGille Easbaig
Deputy – Lady Lisette de Troyes Deputy -Baron Estavon de le Vega

COORDINATORS

Volunteer Coordinator – Lady Phaedra Thebaia
Battlemoor Exchequer – Lady Abigail MacNaughton
Gate and Registration Coordinator – THL Burhcwen Tedforda
Pre-reg– Mistress Kseniya
Advertising –Sir Needham Bledso
Media/Press Relations –Brielle Ryley
Local Liaison – Sir Lavan Longwalker
Gate Book Editor –Lady Elizabeth Winter
Assisted by-Jacque Pierres
Web Site – Baron Marc Antoine de la Rue
Social Media – Baron Tariq al Ghassani
On-Site PR / Tours – Brielle Ryley
Site Engineer – Baron Sebastiaen Bastoen
Cover Art –THL Kenna McKenna
Site Beautification – Lady Maire Dooley
Site Take-Down – Master Mordrake
Head of Security & Safety – The Honorable Lord Egil Thorsen
First Aid – Lord Lothar de Savauge
Daily Waste Management – Master Freana Geardson
Royal Liaison – Countess Magge Magnus
Land Allocation – Lady Nerienda of Elmet
Hospitality – Lady Dilara Hanim
Quartermaster -- Baroness Dianna Doria

MRV & Parking Coordinator – Duchess Berengaria
Herald in Charge – Lord Ciaran an Brocc
Master Scheduler – Baroness Annys Wolf of Wharram Percy
Revels Coordinator – Baroness Maria Castelana
Youth Activities – Lady Mariah
Teen Activities – Edwin of Mausel
Artisan's Lane Director – Mistress Lydia of the Pines
Scheduler – The Honorable Lady Beatrix of Ambleside
A&S Assistant – Lady Unna Farulfsdottir
A&S Assistant – Lady Abigail Macnaught
Sip and Show Food Coordinator -THL Bronwen of Hindscroft.
Martial Activities Director (MiC) – Sir Lothar vom Bergenwald
Deputy – Sir Bai Wei Lung (Pi)
Minister of Lists – Lady Isabella Richardi
Tournament Director – Mistress Nerissa
Heavy Weapons Tournaments – Sir Adrien de Calais
Heavy Weapons Melees– Sir Decimus Modius Varro
Rapier / Cut & Thrust Tournaments – Master Logan
Archery – THL Konrad von Alpirsbach
Equestrian Coordinator – Lady Ilaria Joye
Merchant Coordinator – Lady Roana Campbell
Recruiting Deputy – Lord Hrodgierr Sort Hjerte
Site Improvements – Baron Mahowne M'Agaloglie

This is only the tip of the iceberg. To all the people who are stepping up to volunteer your time and energy, you are the reason events happen. You are the reason we stand back and watch in awe, gratitude and wonder as everything comes together.

We sincerely hope that you take advantage of all that Battlemoor IX has to offer. Fight hard, take a class, relax by the river, revel late into the night, or whatever you have been waiting all year to do. We want you to enjoy the hospitality of the Outlands as our Kingdom's gift to you.
We are glad you are here.
With heartfelt appreciation and joy,
We remain ever in your service,
Sir Rowland and THL Generica

General Information– Youth

Please note that at Battlemoor the "Sight and Sound Rule" is in effect, which states that children less under 12 years old should be in eyesight and earshot (hearing) of a parent or legal guardian. There are also Curfew site rules for minors, under the age of 12, and for minors, ages 12-17. Parents, Legal Guardians, and Temporary Guardians, please read the site rules for minors on this webpage.

Site Rules, Parental Responsibilities & Curfews

For the Outlands Kingdom, minors are persons under 18 years of age residing in Texas, New Mexico, Colorado and Wyoming and under 19 years of age (unless married) residing in Nebraska. Minors are welcome to participate, subject to the following rules:

1. Ponds and Streams – Do not leave children unattended near the stream or the pond. These present a fascination and a danger to children. Even in summer there can be rains and snow melts that flood the small stream. As such your child needs to be monitored appropriately.

2. Parents and Guardians' Responsibilities – Parents, legal guardians, and "Temporary Guardians" (as recorded on the "Child Guardian Consent" form) are responsible for the safety of their minors and should be aware of their location and activities at all times. Parents must not expect other adults to supervise or control minors who are wandering unaccompanied at events. Children under the age of 5 should not be left unsupervised by the parent, legal guardian or "Temporary Guardian". Children 12 years old and younger are not considered suitable babysitters for younger children. If you have an emergency and have to leave site without your minors, and you want to leave your minor with another adult, please sign a SCA Medical Authorization form designating that adult to be responsible for your child while you are gone and give that form to the designated adult. **These forms are available at the Youth Hall and the Gate**. Because our site is at a higher altitude than you may be used to, please be sure that your child drinks plenty of water and uses sunscreen or protection from the sun. Water will be available to all at the Youth Hall.

3. Sight and Sound Rule, Legal Guardians, "Temporary Guardians", Designated Adults, Designated Teens, Lost Children – The "Sight and Sound" rule is in effect at Battlemoor. This rule states that children less than 12 years old should be in eyesight and earshot (hearing) of a parent, legal guardian, "Temporary Guardian", designated adult, or designated teenager (as determined by the parent or guardian). The Sight and Sound Rule applies even when the minor is in service or at youth activities. As a guideline, it is suggested that children in this age range are supervised and not be allowed to wander freely, and if the minor is in the care of an adult or designated teen, other than the parent, legal guardian or "Temporary Guardian", the children should be checked on periodically by the parent, legal guardian or "Temporary Guardian" to ensure their safety and suitable behavior. **Legal Guardians** have been appointed Guardians of said minor by a Court of Law, and will have court documents (which they should bring to Battlemoor and present at the Gate) showing their Guardianship. "**Temporary Guardians**" are adults, who bring minors to events for whom they are not the Parent or Legal Guardian (as appointed by a court) & will have notarized forms signed by the minor's parents. Please see the "Child Forms" webpage under Youth Hall, for details as to the required paperwork and required signatures for "Temporary Guardians". **"Designated adults" and "designated teens**" (babysitters) are asked to look after a minor by a parent or guardian, but will not have the paperwork required of a "Temporary Guardian." Except for Archery, a Designated Adult can accompany minors to A&S classes and be responsible for them during curfew periods. **Lost Children –** Should you feel that your minor child is lost, please check first at the Youth Hall, when the Youth Hall is open. We will notify Security and all Battlemoor Coordinators of any child brought to the Youth Hall, and have play things and children for the child to play with, until reunited with you. We also are in constant radio communication with other Coordinators which aids in the process of reuniting "lost children" with their loved ones. At all other times, check with Security.

4. Alcohol and Illegal Substances – The Legal drinking age in Colorado is 21. No minor may consume alcohol or use illegal substances. No adult may offer alcohol or illegal substances to a minor. Anyone found violating these laws will be ejected from the site, and may be subject to other action.

5. Medical Treatment by a First Aid Volunteer – No minor may receive medical treatment from a First Aid Volunteer (other than that required to sustain life in an emergency), unless consent is obtained from the parent, legal guardian or "Temporary Guardian" present at the event.

6. Curfews – Minors under age 13 must be supervised by an authorized adult (parent, legal guardian, "Temporary Guardian", or a designated adult) in their camps or be with an authorized adult from 9pm-6am. Teens (ages 13-17) must be supervised by an authorized adult in their camps, or be with an authorized adult from 11pm to 6am.

7. Society Policies Regarding the Breaking of Rules – Minors whose behaviors violate SCA Governing Documents, Kingdom Law/Policies or Site Rules will be escorted to their parent, legal guardian, or "Temporary Guardian" and issued a verbal warning for the first offense. If a second offense occurs, the parent, legal guardian, or "Temporary Guardian" will be required to keep the minor with them for the remainder of the event. If a third offense occurs, the minor and parent, legal guardian, or "Temporary Guardian" will be ejected from the site and the matter will be reported to the Kingdom Seneschal and the Society Seneschal.

First Aid

First Aid is located in Apple Tree Keep in Town Hall. At First Aid you will be able to receive basic first-aid by first-aid volunteers who are trained in first-aid and CPR. Volunteers are not sponsored by, nor funded by The SCA, Inc., the Kingdom of the Outlands, or Battlemoor.

If you find yourself in need of a band-aid, basic wound care for scraped elbows, armor bites, etc., please come by. You can also ask the Watch, Hospitality or any member of the Battlemoor staff and they will summon us. If you need assistance beyond first aid we can help direct you to higher level of care or notify EMS.

Bees are an unavoidable fact at Battlemoor. It's the end of the summer in wildflower-rich meadows and woods. There are many different genre and species flitting around. If you have allergic reactions to stings, please be prepared.

It would be wise to keep your own first aid kit and as it is more than a few minutes to the nearest pharmacy, we recommend bringing a few days extra medications in case some are spilled or lost.

Disabilities – Battlemoor Staff are committed to making reasonable accommodations for those good gentles that need assistance. There will be power available at First Aid Point to charge medical devices. Battlemoor assumes no responsibility for devices being charged. First Aid point is not staffed around the clock and there will be no guard to watch over devices while they charge. We will also have a camp area and parking for those in need.

The nearest emergency health care facility is 30 miles to the south in Salida:

Heart of the Rockies Regional Medical Center
1000 RUSH DRIVE SALIDA, CO 81201
SALIDA, CO 81201
719-530-2200

THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS.

Participants engaging in this behavior are subject to appropriate sanctions.
If you are subjected to harassment, bullying or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, President of the SCA, or your Kingdom's Board Ombudsman.

Town Watch

Captain of the Watch: THL Egil Thorsten

The Battlemoor staff is committed to helping make sure everyone has a safe and enjoyable time. The Watch helps make this possible. You'll find The Watch at Gate. If the Gate staff has left for the night, they'll help you find your camp and let you know when you can come back in the morning to finish your registration. Though we will patrol Town Hall, Merchants Row, and all other areas, please remember theft liability is still your own. Battlemoor is not responsible for theft or damage to personal property. We ask that you read and follow the Site Rules and treat each other with respect. Have fun, but not at the expense of others. We will store Lost and Found items during the event at Apple Tree Keep. Obviously all local, state and federal laws, as well as the guidelines of the SCA are applicable at all times.

For specific questions or volunteer opportunities please contact THL Egil.

HOSPITALITY

The Hospitality Staff welcomes you to Battlemoor! We are so glad you are here!! We'll have staff at Gate available to guide you to your campsite. Once you're settled, head down to Town Square and look us up at Apple Tree Keep (Battlemoor's "civic center"). We have information, schedule updates and maps.

We hope you have a wonderful time, and again we are so glad you are here!!

Apple Tree Keep (Civic Hall Pavilion)

Apple Tree Keep is the civic hall in Town Center. This is where you'll find all of the administrative offices. Come visit if you need first aid, if you want to volunteer, if you have questions about hospitality, to ask questions, to talk to a herald or to buy Battlemoor and Outlands merchandise. We'll have charging for medical equipment and volunteer phones. There's coffee and water. Come see what's available at the volunteer auction. You'll find us at the entrance to town. Beautiful banners indicating all the services will make the Keep easy to identify!

Remember the Valor & Hospitality of Battlemoor long after you're back home!
Purchase commemorative mugs, t-shirts, and tote bags in Apple Tree Keep!

In the Keep you will find:

General Information -Hospitality-Village Liaison Office (Public Relations)

First Aid-Heralds Point--Volunteer Point-Battlemoor and Outlands Merchandise

Battlemoor Fundraising Merchandise

Brielle and Leia have been working together to design the incredible T-Shirts Battlemoor has become know for. They're on sale at Apple Tree Keep for $20 in either dark green or dark grey. Come early for the best size selection.

In addition, we have Outlands totes and static cling stickers; battle ensign microfiber towels; Battlemoor pins; stadium cups; charms and bracelets; and more. There are limited quantities of everything. Don't wait until Sunday to come see us.

Volunteer Point

Battlemoor can't happen without your support. If you have an hour with nothing else to do, consider volunteering to help run the event. Come to Apple Tree Keep and we'll help you find a spot that lines up with your interests. Raffle: In a continuing effort to let the volunteers know how valuable they are to us, Lady Phaidra is sponsoring a raffle at Battlemoor. Merchants and others have been donating prizes. Each hour worked will earn you one ticket for a chance to win an item of your choice.

Heralds Point

Heralds Point once more offers its services to the Kingdom of The Outlands.

We will be located in Apple Tree Keep

Our brethren of the College of Arms will be available. If you need help documenting your Society name, if you desire to submit your unique arms, or mayhap you have been honored by The Crown of The Outlands with an augmentation of arms, then we are here for you. Come and sit and discuss your ideas, so that you may proudly announce your name and display your personal contribution to the chivalry of The Outlands.

Privy Posts

Available each morning, the daily Post will give you another chance to review the event schedule should you misplace your guidebook or not have a Town Crier available.

Town Criers

O'yez! O'yez! O'yez!

Keeping The Outlands informed at Battlemoor IX, our town criers have the joy of meeting new people, exploring the entire Battlemoor event site, and are often regarded as the most valued and visible members of the event staff. Our voice herald volunteers have the opportunity to provide timely and necessary information for the populace of each day's activities. If you wish to join us, you will be part of a long tradition of performing arts, akin to the bards and poets of yore!

Tournament Heralds

Once again this year, the Sword and Shield of Battlemoor will be the largest of the heavy armored combat tournaments at our event. Famous warriors who wish to enhance the renown of their consort will be competing in the Sword and Shield of Battlemoor, and they may wish to have a worthy voice Herald process with them. If you are not already committed to this honorable task, we encourage all experienced, or those wishing to get more of it, voice Heralds to please check in at Apple Tree Keep in advance of the Sword and Shield of Battlemoor tournament which will be held on Saturday morning. If you are one of the chivalrous fighters, and would like to see if there are available voice heralds, likewise please do stop by and inquire.

Merchants

Aesc and Thorn Publishing Books

Alys Leathercrafts pouches, mug frogges, misc. leather goods

Amazonia and Syria's Essentials Kilts, leathergoods, corsets

Aurora's Creations Leatherworks, belts, pouches, satchels, bottle nets, Viking jewelry and fuzzy hats

Battlestore Event and Outlands Merchandise

Bellygoat Middle Eastern Clothing, tribal belly dance accessories and medieval soap

Blackstone Bath and Boutique Handcrafted natural soaps, lotions made with our own goat's milk

Briar Patch Garb Handmade garb and accessories-jewelry, socks, snoods

Cactus Fire Pottery Pottery

Calontir Trim trim, armor, metalwork, linen coifs

Celtz and More La Tene Celtic replicas, belts, pouches, jewelry

Courtly Garb Medieval apparel

David Lynch Organic Farmstand

Double E Tea House Tea cups and mugs

Dragon's Breath Forge Jewelry, forged metal work

Du Puy Creations Furniture-chairs, benches, shelves, boxes, chests

Duncan Swenson Handcrafted wire-wrapped jewelry, magick staffs, leatherwork, bags, gauntlets

Earth Art and Lapidary Rocks, stones, beads, bottles

Elara's Turkish Coffee Turkish coffee, French press/bistro Coffee, brewed coffee, and pastries and snacks

Elena's Dust Devil Café Breakfast, Lunch and Dinner

F**iredryk Steel** Stainless steel armor and hand forged weapons

Goin' A Viking Viking Artifact Reproductions

Golden Dragonfly Celtic and tribal clothing, jewelry and artifacts

Helping Hands Healing Arts Desert Spa and Wellness-Massage, chiropractic, hair washes, acupuncture and foot baths

Just Simply Medieval Men and children's garb and accessories

Looms by Garren Inkle and tablet looms, shuttles, lucets, drop spindles, nalbinding needles and wooden tablets. Breakdown chests and tables.

Merc Mercantile Clothing, jewelry, weapons, armor, feast gear

Munitions Grade Arms Rattan, fiberglass spears, thrusting tips, armor

Painted Sky Pottery Medievally inspired pottery

Palmyra Traders Silks, headwear, rope-handled mugs, sewing wares, spices, general merchant

Patrick's Armory Armor and Supplies

PurlesqueMagical emporium-fur, jewelry, smudge, incense, bellydance accessories, tapestries

Raymond's Quiet Press Medieval reproduction jewelry

Roadkill Salvage Leatherworks Ghillies, Sporrans/belt pouches, 1 of a kind messenger bags, small leather items, wooden toys, traditional dolls

S'Ages LLC Beads, trims and stone items

Sampo Artifacts Ceramics Art

Simply Stylish Clothing Pants, socks, chemises, chitons, bog dresses, abas

Street Food Breakfast, Lunch and Dinner

Strong Leather Goods Handmade leather goods

Tana's Clothier and Accessories Early period garb. Hoods, coifs and fabric

The Elephants Trunk Dupattas, sarees, Tibetan jewelry, armor

The Jester's Hat Amber, Viking wire weaving, jewelry, hats, Armetale feast gear

The Treasury Reproduction historical jewelry and dress accessories

The Vagabond Tabby/ BTS Chocolate, soap, books, massage, tea herbals

Vixen's Cosplay Closet Boutique Secondhand clothing and garb

Weathervane Farms Farm CSA

White Wolf and Phoenix Handwoven trim, thread

Wild Woman's Wares Cloaks, hats, bags

Horse-drawn wagons provided by Mt. Princeton Riding Stables.
The wagons will run Thursday through Saturday, from 10am-5pm

BATTL
Jul
County
NUMBER NAME
8 AL BARRAN
60 ARCHERS SANCTUARY
52 ARCHERY, THROWN, SIEGE ENGINE FIELD
36 ARGENT LANCE
30 ARQUELLE
9 ARTEMESIA
32 ATENVELDT
25 BLACK SUNS
44 BROKEN HORN/ BIAR KISTA
47 BROTHERHOOD
28 BRYNGOLAU
27 CAER CALEN
35 CAIRTHE
31 CALONTIR
39 CELTIC SUN
16 CITADEL OF THE SOUTHERN PASS
40 CLAN HARRISON
25 COMPANY DE GRAIL
10 CORVUS
26 CYGNET
22 CYGNET OR GRAILE BACKUP
4 DARBLKA
58 DOMUS
36 DRACA MCR
37 DRAGONSSPINE
34 DUCHY OF BLACKENEY
46 EQUESTRIAN CAMP
47 EQUESTRIAN CORRALS
50 EQUESTRIAN ROUND PEN
52 EQUESTRIAN TRAILER PARKING
NUMEER NAME
49 EQUESTRIAN WARM UP ARENA
59 ESTEVAN CASTRUM
19 FONTAINE
45 FREETOWN
34 GATE CAMP
22 HOUSE HAMSA
5 HOUSE OF MIRTH
6 HOUSE ROMANII
15 INN OF THE WANDERING DRAGON
56 LIST FIELD
23 MAGNUS
58 MELEE FIELD
55 NANRUN
61 NIGHT CAMPING
47 NORTH PACK
2 NORWOLFS HUS
1 OPEN CAMPING
53 OPEN CAMPING
21 OUTLANDS ROYAL
57 PARADE GROUNDS
24 PUBLIC BEACH
18 RIO
3 ROLLING THUNDER
7 SOX
54 ST. GOLIAS
48 TERRA CUNICULA
33 THYNNS AIRE
20 UNSER HAFEN
17 VICOS SERYOS
OFF LIMITS
TO VEHICLES
New Mexico
Ragnar Run
RV West
RV West
Brush Pile
General Parking
Staff Parking
Stags Bloody Street
Argent Parr Ave
Merchants
PARADE GROUNDS
LIST FIELD
Blessed Bennet Blvd
OPEN CAMPING
Fairway Drive
Food
Royal
0
0.05
0.1
0.2
Miles

LEMOOR IX
ly 4 - 8, 2018
County Road 350
NIGHT CAMPING
Cleft Field
Barn Area
RV Parking
Kingsbridge
Stags Blood
Handicap Parking
Pantry Parking
Staff Parking
RV Exit
Triangle
Iversons Woods
Anstays Stand
Blessed Bennett Blvd
OPEN CAMPING
Stags Run
Sharparrows Flight
THROWN SIEGE ENGINE FIELD
Lonely Tree
Beach
Silver Stirrup
Pond
Southern Woods
County Road 330
County Road 381
Ballew Road
OFF LIMITS
DIRECTION SIGN
EXIT
EMERGENCY EXIT
FIRE HYDRANT
NO ENTRANCE
PEDESTRIANS
PRIMES
SPEED LIMIT
DUMPSTERS
WATER BUFFALO
N
W
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Double E Tea House

We proudly present The Double E– a gathering place filled with coffee, tea, and other drinks for you to enjoy. Elizabeth loves cookies and she will share (maybe).

If you want to sit and visit, work on a project, wait for a ride, find a moment of relaxation, or if you just need morning coffee or a mug of tea, drop by! Morning nibbles should be an adventure of astronomical [they may have meant "gastronomical," but with these two you can never be too sure] delight.
You'll have to judge for yourself.

Elizabeth and Elusaid will be able to direct you to your camp area,
merchants or things available in town or around.

Our grand opening is on July 4th, Wednesday afternoon.
Elizabeth will be showing how to make ice cream camp-style.
The past few years, this has been a huge hit at Youth Hall.

In the evening, the Double E will be available for our teens to gather at,
or fireside bardic at the fire ring (county fire restrictions permitting).
If a hot beverage sounds warm and comforting, we shall have that too.

We're on Blessed Bennet Blvd. just south of gate.

Waiting to be of service,

~ Elizabeth and Ealusaid

Sunday Morning Breakfast

We're following Teigr & Ellinor Rose's concept of providing breakfast on the last day of Battlemoor. This way, camps can break down their kitchen earlier and we all have a chance for a little more time with each other before we head out. Kenna McKenna is planning on bacon, eggs, pancakes, fruit and juice. Come by between 8 and 10 and say hello.

One of the food vendors has requested a little more time on site before they head out for their next gig. They'll be available through Sunday as well.

Public Tours

We'll be offering free tours to the public again this year. These are a way to help the community feel comfortable with what we're doing. Battlemoor is held in the Barony of Aarquelle and they're happy to follow up with people who are interested. The tours are at 11 and 1 Thur, Fri and Sat. Meet at Gate and we'll have people take you to different areas to show off what we do. If anyone wants to stay after the tour, they can pay site fee and borrow loaner garb from Lady Dilara in Apple Tree Keep.

Equestrian Activities

A Tournament of Equestrian Fun and Games – July 5th-Thursday

Watch the Outlands Equestrians compete in a tournament of skill and finesse as they ride a challenging obstacle course testing their horse's physical prowess and the aim of their (sometimes) steady arms! There will be light -hearted competition as the horsemen of the Outlands practice the war games that have simultaneously entertained and honed the skills of riders and horses alike.

A Day of Horsemanship Finesse and Beauty – July 6th-Friday

Enjoy individual displays of horsemanship as the Outlands riders perform one by one for our gracious audience. Afterwards, a parade of costumed horses is planned to entertain and delight one and all.

A Day of Equestrian Martial Combat – July 7th-Saturday

On the third day, the Outlands Cavalry will hold a day of martial prowess and outreach. We will demonstrate some mounted combat skills in one-on-one matches, and then extend an open invitation to our heavy fighters for a special "feel the power of the horse" experience where you will get to stand strong and see what it is like to stare into the oncoming might of a destrier as it sweeps by, rider wielding a sword straight into your shield!

Equestrian Etiquette for the Pedestrian

(or how to behave around horses)

- Before approaching any horse, ask permission of owner or rider.
- Approach horses from the side or front, never the back.
- Never feed horses without permission. Permission does not extend past one time.
- Red ribbons, when tied to horses, means "danger, stay away".
- Horses are clumsy so watch their feet as well as your own.
- Move quietly and avoid large or quick movements around horses.
- This does not mean you should creep around extra slowly, this also tends to make horse unhappy.
- Hats, feathers, parasols, and billowing clothing may spook horses so be aware.
- No live steel around horses as they can move fast and in unexpected directions.
- Obey all boundary markings.

WARNING! UNDER COLORADO LAW, AN EQUINE PROFESSIONAL IS NOT LIABLE FOR AN INJURY TO OR THE DEATH OF A PARTICIPANT IN EQUINE ACTIVITIES RESULTING FROM THE INHERENT RISKS OF EQUINE ACTIVITIES, PURSUANT TO SECTION 13-21-119, COLORADO REVISED STATUTES.

Armored Combat Melees

All scenarios will follow standard Outlands Melee Conventions as outlined in the Marshal's Handbook. Armor Inspections will be available on the field 30 mins before the start of scenarios and on a rolling basis as needed. Water Breaks will occur after every scenario and will last 10 minutes. In the case where the scenario run multiple times (Friday only), there will be a 5 minute break between each battle. Combat Archery will be allowed on Thursday and Sunday at the Marshal's discretion. On Friday, Combat Archery will be allowed on the 1st and 3rd Challenge. On Saturday, Combat Archery will be allowed on 2nd Battle and during the Play-it-as-it-lies Resurrection. Siege weapons will be allowed whenever combat archery is allowed.

THURSDAY

Open Melees – 1pm to 4pm. Weapons Restrictions: None The marshals will organize several scenarios based on the number of participants and their input. We have equipment to support woods battles, gates, whole castle bridges, and open.

FRIDAY

Triple Timed Challenge – 10am to Noon
Weapons Restrictions: 6' and under all day. Teams will be determined on the field. All scenarios will be timed and the team with the lowest combined time will be declared the over all victor. Challenge I Scenario Type: Woods Battle. Victory Conditions: Timed Capture the Objective. The Attacking Team will be given an objective to capture in the woods and unlimited resurrections at an assigned base. The Defending Team will be given no resurrections. The goal is to capture the objective in the fastest time. This scenario will be run twice.

Challenge II Scenario Type: Causeway Battle. Victory Conditions: Timed Clear the Causeway . The Attacking Team will be given unlimited resurrections at an assigned base. The Defending Team will be given no resurrections. The goal is to clear the Causeway (long, narrow bridge) in the fastest time. This scenario will be run twice.

Challenge III Scenario Type: Castle Assault. Victory Conditions: Timed Clear the Castle. The Attacking Team will be given unlimited resurrections at an assigned base. The Defending Team will be given no resurrections. The goal is to clear the Castle in the fastest time. This scenario will be run twice.

Knowne World Pick-Up Invitational – immediately following the Melees The Chivalry of the Outlands invites all comers to stand and hone their prowess after the Melee Challenge is concluded. Fighters of every degree are invited to come and train. We encourage fighters to engage with people they have never fought and give each other feedback to improve their game. Our friendly marshal staff will be happy to make matches or you can just jump in on your own. We hope to see you there!

SATURDAY

Battle of the Five Armies – 1pm to 4pm. Weapons Restrictions: None. Fighters will be divided into 5 teams according to the marshal's discretion. Every reasonable accommodation will be made to maintain a Unit's integrity. So, if you show up with a unit of fighters, we will try to keep you all on the same team. Each team will have a designated captain. The five team captains are allowed to make alliances as they please. However, alliances are fleeting when there can be only one winner.

Battle I Scenario Type: Woods Battle. Victory Conditions: Capture Bases. Each team will be given a woodland base to defend. On lay-on, teams will send out raiding parties as they see fit. The battle will run for 20 minutes. The team with control of the most bases at the end of the battle will be declared victorious. If no clear leader exists, hold will be called for a reset. On lay-on, last man standing will determine victory.

Battle II Scenario Type: Town Battle. Victory Conditions: Capture "Buildings." Each team will be assigned an starting point outside the town. On lay-on, teams will invade the town. The town has 6 control points or "Buildings", 5 of the "Buildings" are worth one point each. The Castle is worth 3 points alone. The battle will run for 20 minutes with control points being counted every 5 minutes. Clear control must be established to gain points. Clear control is defined as having a majority (50% +1) of the fighters within a Building be on the same team. If clear control is not established, no points will be awarded. All decisions by the marshal are final. There will be a batch resurrection after each round of points is counted. Each team will resurrect from their point of entrance to the Town. The team with the most points after 20 minutes will be declared the victor. In case of a tie, the affected teams will reset and fight to the last man through the town.

Battle III Scenario Type: Multiple Bridge Battle. Victory Conditions: Capture Bases
Each team will be given a base to defend on either side of a river; an extra unclaimed base will be set up between the teams on the side of the river that has only two teams. On lay-on, teams will send out raiding parties as they see fit. The battle will run for 20 minutes. The team with control of the most bases at the end of the battle will be declared victorious. Unlimited resurrection at a common resurrection point (one point on each side of the river). There will be two bridges and a ford available for crossing the river. The ford will be for Chivalry and Royals only; all who enter the ford must walk across. If you step off the sides of the bridge or out of the bounds of the ford, you are dead. If no clear leader exists, hold will be called for a reset. On lay-on, last man standing will determine victory. Come out and play!

Play-It-As-It-Lies Resurrection Battle In this final scenario, the remaining fighters will be broken into two teams. There will be a 30 minute, unlimited resurrection battle that will utilize the Castle, River, and Woods Battlegrounds contiguously. As the name implies, all obstacles are as they lie. At the end of 30 minutes, the remaining fighters will battle to the last man.

SUNDAY

Open Melees – 10am to Noon Weapons Restrictions: None. The marshals will organize several scenarios based on the number of participants and their input. We have equipment to support woods battles, gates, whole castle bridges, and open fields.

Armored Combat Tournaments

Theign Tournament : Thursday 9:00AM Everyone is welcome! Bring your gauntlets and any mass weapons. This will be a 2 hour bear pit.

Newcomers Tournament : Friday 12:00PM This will be run as an Atlantian speed tourney. Everyone lines up in one line and we bring the two ends together to match up fighters. At the end of the first fight depending on if you have a win or a loss will depend on where you line up next.. This will be double elimination.

Unbelted Tournament : **Friday 2:00PM** Best 2 of 3 tourney for unbelted fighters. Bring your honor and have fun.

Sword and Shield of Battlemoor : Saturday 9:00AM One of the best tourneys at Battlemoor. Come test your mettle. Best 2 of 3 double elimination tourney.

Spear Tournament TBD 6 foot spear tourney. Depending on participation will determine the format.

Martial Classes

Art of Footwork and Fighting Flow for Heavy and Light-Tourney field

Lady Cadlae "Key" Horsey
Thursday 4pm-5pm

The foundation for every fighter is his or her feet. Often over looked yet vital to effective fighting. Power, speed, mobility, even cardio and stamina all come from how a fighter uses his or her feet. With a few simple adjustments to your footwork a fighter can greatly improve their fighting abilities.

Cadlae "Key" Horsey, Janeal Ironside, has 29 years of martial arts experience, 13 years fighting in the SCA, and 3 years fighting in full steel combat. In the past 3 years she has won several national championships, undefeated World Championship, and is now being hired by TV shows for her sword fighting abilities. She is now taking this wide range of experiences and is sharing it with the club that started her on her journey to be a sword fighter.

This class will cover drills to teach good footwork habits. We will also address footwork theory and how to prevent injuries (save your knees from pain). All of the footwork techniques, practices, and training tips are deeply rooted in historical techniques and tested through extensive competitions. We will go way beyond the simple tips of "don't cross your legs" laying a foundation for a fighter of any experience level to develop new ways of moving on the field of combat.

Train the Trainer, Tips Tricks and Techniques on Training Fighting-Tourney Field

Lady Cadlae "Key" Horsey
Friday 4pm-5pm

Teaching is an art form in itself. Knowing how the brain works, organizing classes efficiently, and keeping the pace fun and energetic is a lot harder than it looks. Good news there are some great tips and strategies that can greatly improve your classes.

Cadlae "Key" Horsey, Janeal Ironside, has a master's degree in curriculum and instruction, along with 15 years of experience in the classroom. In addition, she is a world champion fighter and martial arts instructor. She is now combining her martial arts experience with the strategies she implements in her classroom.

For this class we will cover teaching strategies, with a lot of fun examples and games. The second half of class will cover a very easy to us lesson planning template and strategies to make designing your classes easy. Students will be up and active during all of this class, however, everyone is encouraged to bring a pencil and paper to take notes.

Rapier tournaments

WEDNESDAY

Early Bird Tournament Sponsored By: Don Logan ***Time: 1:00pm***

Let's celebrate Independence Day with swords in our hands. The format for this tournament will vary based on the number of entrants. As an extra incentive I will offer a gift certificate to Castille Armory as a prize to the winner of the tournament. However, that prize is forfeit if there are not 12 or more combatants signed up and ready to fight when the tournament starts. .

THURSDAY

Consort Tournament *Sponsored By: Don Tristan* ***Time: 12:30pm***

The format for the Consort tournament will be a 30 minute bear pit with the top 4 moving on to a final single elimination. The entire tournament will be fought single point and every entrant must be sponsored by a consort. A consort can only sponsor one fighter and if the consort cannot be present at the tournament, a written missive of sponsorship is acceptable. The final single elimination will be fought single fight with double kills destructive. If no one survives the single elimination, the last four fighters will battle to the last in a meanest-mother…

Rus Sabre Duel *Sponsored By: Don Dante* ***Time: 2:00pm***

Rus Sabre Duel at Battlemoor! Tournament will be fought single handed sabre (any curved C&T blade will be acceptable). The first round will be single fight–round robin so there's plenty of opportunities for everyone to get some fighting in. The top four from the first round will then fight best two out of three round robin to determine the best two who will square off to determine the victor.

Exponential Bear Pit Tourney *Sponsored By: Master Adam Carmychel* ***Time: 2:00pm***

This tournament will pit you against ever increasing number of foes. If you defeat your first opponent you get to face two. If you defeat them three. There will be a gift certificate to Castille Armory for the winner, and a special prize for the most fierce combatant.

FRIDAY

Order of Defense Tournament ***Sponsored By: Master Thomas Vandale Time: 9:00am***

The Outlands Order of Defense tournament at Battlemoor represents the final tournament in a circuit of four tournaments. The format will have two stages. The first stage will consist of round robin pools. The top fighters from each pool will feed into a Direct Elimination bracket. There is a clearly defined point system which will be applied to all 4 installments and each fighter's progress will be tracked tournament over tournament. We will maintain a record of each tournament and the fighter's standings on the OutlandsDefense.org website. The final victor of the circuit will be announced following the Battlemoor tournament.

Novice Tournament ***Sponsored By: Master Adam Carmychel Time: 12:30pm***

To participate in the novice tournament, fighters are required to have been authorized for less than 3 years or have never won a tournament. The format will be determined based on the number of entrants.

Non-Don Tournament ***Sponsored By: Master Wolfgang Time: 2:00pm***.

The Company of the True Swords bid you well, and wish it known that at Battlemoor IX – The Hall of The Mountain King, we will be hosting the
Annual Battlemoor "Non-Don Tournament. "Plan to have your dance card filled to capacity, as you strive for valor and chivalry against all others. The format will be as follows: As the name suggests, only fighters with rapier awards below a Grant of Arms are entitled to participate in this tourney. Rapier conventions only, no Cut & Thrust.

SATURDAY

Ladies of the Rose Tournament ***Sponsored By: Sir Michelangelo Time: 2:00***

To enter this tournament each rapier fighter will need to be sponsored by a Lady of the rose.
Each rose may sponsor individual fencers according to the following rules. Only one Master of Defense may be sponsored, Two Defenders if the White Scarf or equivalent, Unlimited numbers of the Kingdom level or no fencing award / AoA fencers, A token or favor must be provided for each person they sponsor.

SUNDAY

Artisan Warrior Rapier Tournament ***Sponsored By: Mistress Gwen Cat Time: 10:00am***

Format will be Rapier Swiss Five, so please bring all your toys. I will have some loaner items available. Fighters who are only authorized single point can still play, but will be playing single point only. Each entrant must bring a prize/token created by their own hands. It should not be expensive, and need not be complicated. The item does not need to be period though there may be a special prize for a documented, period piece. A lovely traveling blade created by Master Domin d'Alsace, will be awarded to the victor to carry for one year.

Rapier Melees

On the days when melees are scheduled (Thursday and Saturday),
we will start with warm up mixers while waiting for teams to have enough members
to start the scenarios planned for the day.

THURSDAY

The Caerthen Five

Sponsored by TE Domenico and Maria, Barone e Baronessa di Caerthe*T*ime:10:00am

A five-person team melee with five different weapon forms. Only one teammate per form: Single point, Sword and Dagger, Sword and Buckler/ Scabbard, Sword and Cloak and Case of Swords. No more than two teammates with a fencing GoA or greater per team. Team colors/ livery/regalia is encouraged. Numbers of rounds to be announced by participants.

SATURDAY

The Great Fire of Edinburgh-

Sponsored by Corvus Aurorea Time: 10:00am

It's 1544 and the rolling, lush hills of Scotland have been set ablaze. The wrath of King Henry VIII has been incurred by the Scots upon their refusal to allow the marriage of Mary (Queen of Scots) and Prince Edward (VI) which would have joined the two lands under Henry. "Put all to fire and sword, burn Edinburgh, so razed and defaced when you have sacked and gotten what ye can of it, as there may remain forever a perpetual memory of the vengeance of God lightened upon (them) for their falsehood and disloyalty." Even with the opprobrious and contumelious actions of King Henry, fear not, for the Good ship Corvus Aurorea is the final ship left at the dock. Fight and bargain your way for safe passage but be aware of the fire licking at your heels. There will be a prize for the winner of the scenario

More information on Martial activities at Battlemoor can be found on the Battlemoor website: http://www.battlemoor.org/combat/rapier-tournaments/

Buena Vista Info & Local Merchants

Battlemoor is located in Cottonwood Meadows in Buena Vista, Colorado at 7900 feet above sea level. The Arkansas Headwaters run through the town, providing a Gold Medal fishery and plenty of rafting. It is surrounded by some of Colorado's famous Fourteener peaks. The town itself is a hidden gem. There are plenty of independent restaurants and shops, small to medium size hotels, public showers, parks, hiking trails, small grocery stores and beautiful views. Around Battlemoor, the weather tends to be sunny with highs in the mid 70s and lows in the mid 40s with moderate humidity and gentle breezes. The physical address of the site is: Cottonwood Meadows, 14840 County Rd 350, Buena Vista, CO, 81211 While the site itself is vast with dedicated roads, lots of trees, a chilly river, and enough green fields to lose your arrows in, the town of BV itself is quite a gem. Mere minutes outside of the camping site you will find a town with plenty of modern amenities.,

RAFTING AND FISHING-Not to take any of the focus off of Battlemoor, but Buena Vista has world class rafting and fishing on the Arkansas River. The rapids run from Class I-V so there's something for everyone. Trips range from half a day to 5 day camping trips. While it looks like we're dry this year, I'm going to release water from Twin Lakes to make sure rafting flows stay high right around Battlemoor. The upper Arkansas is also a gold medal fishery- one of the best trout rivers to fish in the West. Even if the water flow is high on the mainstem, there are plenty of tributaries and pools. There are also incredible hiking and rock climbing opportunities and a chance to bag a bunch of Fourteeners. If you want to extend your vacation, this is the place to do it.

FOODSTUFFS–If you don't want to haul a cooler full of food across state lines, fear not, BV has City Market, the main grocery store. If you prefer healthy, local variety, The Lettucehead Food Co. is right off the main street of HWY 24. If you would like really fresh produce, BV Farmer's Market operates Fridays 3pm-7pm.Rally Liquor, High Peaks Liquor, or Little Daisy liquor stores are not far for that last-minute peace-offering bottle to your loud camp mates. Need a pick-me-up between battles or before dancing all night? BV Roastery Café, Brown Dog Coffee, and the Midland Station are local favorites, with rich coffee, assorted drinks, and snacks. Prefer a pint? BV has Deerhammer Distilling Co., The Jailhouse Craft Beer Bar, and Eddyline Brewery and Restaurant. Don't want to cook? There are plenty of restaurants, such as Quincy's, a great place for steak; the Jade Garden with fresh Chinese Food; or the House Rock Kitchen, the best paleo option!

SHOWERS-The Battlemoor camping site does not have showers, but there are alternatives! Wally Lala's Laundromat and Showers is minutes away and offers affordable showers and a place to do quick laundry. The Community Center on Main St. also has public showers that are quarter-operated. Or, you're welcome to take a dip in the river, but it's COLD.

HARDWARE and REPAIR-Break a tent stake? BV has lots of hardware store options. Tractor Supply Co., Under Hardware, and Rocky Mountain Lumber & Hardware are minutes from site. Does no one in your camp have a needle and thread? The local craft shop, Bev's Stitchery, is right off HWY 24.

HOT SPRINGS-BV has two glorious hot springs, so bring your bathing suits. (No, it's not optional.) Mt. Princeton Hot Springs Resort is 15 minutes south. It is a beautiful location with two massive hot pools and a sauna. Ten minutes west is Cottonwood Hot Springs Inn and Spa, which is in a more rural, private area with 5 man-made stone springs of different temperature. These locations are also excellent places to grab a shower. Bring a towel to both, or you can rent them.

HOTELS-Prefer to stay in a lodging? Best Western and Super 8 are close by. If you would rather stay in a fancier accommodation, Mt. Princeton Hot Springs Resort is 15 minutes from site. Buena Vista is a beautiful, quiet town with just the right number of amenities at the ideal distance from site. The town was so good to us last year, and we look forward to another successful event.

WEATHER-The weather around July 4th in Buena Vista, CO, has an average high of 69 and low of 41. Don't be fooled, though. It's gotten all the way up to 83. OK, it's snowed as well but that doesn't happen very often. July isn't the rainiest month, especially early before the monsoons start. There's a possibility of pop-up thundershowers but we're not looking at a repeat of Pennsic IV. The winds are generally in the 5 mph range although they can spike if there's a thunderstorm.

Archery

WEDNESDAY

Time: 9:00am-12:00pm Royal rounds/IKAC

THURSDAY

Time: 9:00am-12:00pm Sponsored By: Lord Jamil ibn Samir ibn Da'ud al-Wadi

A tribute to that other "Hall of the Mountain King" from fantasy. After an epic trek across hostile country, you have entered the Lonely Mountain in search of your heritage and the vast treasures said to have been left behind by your ancestors. But what will you awaken inside?

Peril and Glory await!

Prizes will be awarded to the top scoring Handbow and Crossbow entrants of each rank: Novice, Bowman, Yeoman, Forester, and Bowmaster.

FRIDAY

Time: 9:00am-12:00pm Prize or Theme Shoot

SATURDAY

Royal Archer Qualifier and Final

Time: 9:00am-1:30pm

The Mountain King demands a tribute, a feast in his Honor. Set forth with the archers of his kingdom and the lands beyond the mountain on an epic hunt. Then rise above the rest and prove that you are a god among archers by challenging your opponents in a head to head match to determine who is worthy to be the Royal archer.

Youth Hall

Possible Activities:

- Chess
- Dice games
- Equestrian
- Henna
- Knots
- Leatherwork
- Rapier
- Archery
- Meet and greet

Please check at the Youth Hall Tent to find out what they are up to!

Windhover

The time has come for a new Bard to be chosen in a display of skill and arts and I invite any who seek the title to enter. This year's competition will be a touch different, due to the timing of Battlemoor. A qualifier round will be held Friday night at Battlemoor, in which all entrants who wish to enter will compete and display their bardic gifts for the chance to advance to the finals.

The final competition will be held at the fall Crown Tournament in September, where the new bard will be chosen from those who advanced.

Windhover Bard Regional Qualifiers

This competition bardic will have the following rules:

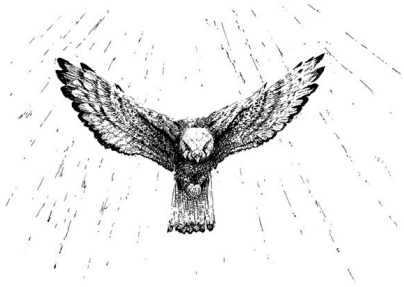
1) Each entrant will perform two pieces. This gives everyone the chance to display their range!

2) At least one piece must be an original work.

3) At least one piece must be a collaboration. Part of the duties of the Windhover Bard is to promote the bardic arts in the Kingdom, and what better way to do this than to bring more bards together? Your collaboration may be with someone not entering the competition (a singer or musician) or perhaps a narrator to an acted piece, or even the audience in a call and refrain piece. The choice is yours!

I have loved my time as the Windhover Bard, but alas, it is time I rest and another rise and take flight!

Lord Ronan na f-Fiacal mac Conaill
Windhover Bard



windhover

[**wind**-huhv-er]

1. noun the kestrel, *Falco tinnunculus.*

In **memoriam** Mistress Kyriel of Windhover Cliff, Poetess

Revel Schedule

Wednesday, July 4

8:00pm — "All Roads Lead to Rome" Mixer & Welcome to Battlemoor

As the troops begin to arrive, weary from the long journey, they once again have the opportunity to see friends and family from the far reaches of the kingdom. On this first night of Battlemoor, please join us for a Bacchanalia-style revel in your finest Roman attire.
Wine and small beer will be provided as well as tasty snacks.

Thursday, July 5

8:00pm — "Torsdag Taco Kalas! aka Zafirah's Taco Party!"

Hosted by Mistress Zafirah al-Aliyyah

Do you think they have tacos in Valhalla? Well there will be tacos at Battlemoor for sure! Come join hostess Zafirah Thursday night for a taco or two, chips and homemade salsa, and something tasty to drink! There will be much fun to be had and maybe even a piñata!

Friday, July 6

8:00pm — House Vandale Hafla featuring Darbuka & Earl Tam's Chipeladas

Hosted by Lady Mahara Vandale

What would Battlemoor be without a proper Hafla?
Join us on Friday night to experience the magic of master drumming and joyful dancing! House Vandale is delighted to bring you award winning hospitality coupled with tasty Middle Eastern treats. Also Earl Tam will be providing his (in)famous chipeladas (home-made tortilla chips & enchilada sauce)!
Let the Nostrovias flow and the music play!

Saturday, July 7

After Grand Court — Heroes & Monsters Parade

Hosted by Lisette

8:00pm — Torchlight Tourney

8:00pm — "Hall of the Mountain King Revel" –

Hosted by the Old Fable Inn w/ Roasted Meat & snacks provided by Axgar & Falnor

Come enjoy some of the best hospitality that the Old Fable Inn can offer. Enjoy our ambience, games, and full bar for adults. There will also be a roast beast (goat or pig) provided by Axgar & Falnor.
Eat, drink, and be merry!

AT ALL REVELS:
ID's will be checked and wristbands issued to those 21 and over wishing to partake from the bar.

Welcome, one and ALL, to Artisan Grove

at Battlemoor IX - The Hall of the Mountain King

The Grove (located with the heart of the event, south of the merchants) is a place to **meet, share and learn** about the wondrous Arts and Sciences of our glorious Society! A few things to know:

- **ALL*** are welcome to attend classes and events offered on Artisan Grove, listed below and on the Artisan Grove schedule.
- *Youth MUST be accompanied by an adult at all times while visiting The Grove, Youth Friendly classes are noted in the write-ups.
- Some classes may have student limits or fees, these can be found in the individual write-ups.
- Some classes will be held in other locations on site, please note these locations in the schedule and write-ups.
- Please do not hesitate to contact Grove Staff at any time should you have questions or need assistance.

Grove Coordinator - Mistress Lydia of the Pines
Deputy/Class Coordinator - THL Beatrix of Ambleside
Staff - Lady Abigail MacNaught, Lady Unna Farulfsdottir, THL Bronwen of Hindscroft

Classrooms

There are three Classroom Tents, divided into five classroom spaces and one Artisan Lounge (*see below) in Artisan Grove. Classes will need to share space with a single other class, we ask that everyone is respectful of the shared space and observe noise levels and other disruptive behavior. Each classroom is numbered and has a chalkboard where class times for current and upcoming classes will be posted. If at anytime you have questions, problems or concerns please contact a Grove Staff member, we shall have someone available at all times if we are able. Please check the Artisan Lounge Area as we keep an “office” space there for staff.

Independent Artisans

In addition to the Classroom Tents we will have a number of “Independent Artisan” Tents. These include Fiber Guild, Glass, Woodworking, Casting, Medieval Kitchen, Brewing, and more. We encourage you to visit each of these Artisans, many will be running their own demonstrations and class tracks throughout the event. Please check each tent for schedule information and note that some may have fees.

Grove Tables and Chairs

Many Tables and Chairs will be located in Artisan Grove, these are for the express use of teachers and students within Artisan Grove. We are happy to share our tables and chairs for other events during the event (e.g. Court, Revels, etc.), but **any borrowed tables or chairs MUST BE RETURNED to Artisan Grove after you use them!**

Children in Artisan Grove

Children and youth are welcome to attend classes noted as being **youth friendly**! We love to see our young friends participating in the wonders of our Society. We simply request that children are well behaved and **supervised by a parent** (or guardian with appropriate paperwork) at **ALL TIMES**. Disruptive children may be asked to take a break outside of Artisan Grove. Unattended children will be reported to security staff and the rules of the Event and Site will apply.

Artisan "Lounge"

Located in the same tent as "Classroom 5" - is open for ALL to enjoy. We ask that all Artisans utilizing the Lounge Space respect the classes occurring in the shared space. Disruptions to classes may mean you need to find a different location to be rowdy!
We invite everyone to join us in the afternoons for cookies in the Lounge.

Saturday we invite everyone to join us in the Lounge for this year's Battlemoor Challenge (Combat Crafting) and the Sip N Show for medieval tastes, Artisan Showcase and 4D Dirty Dozen Donation Derby!

NOTE: Due to functionality this space will be shared with a classroom, which has been designated for our Music Track when at all possible. We apologize if the drum classes are on the louder side (though, last year they were fabulous fun and wonderful to behold!!) The Lounge is our most flexible space allowing for us to minimize the noise for other classes and their teachers. We thank everyone for their patience and understanding. Much of the afternoon will be shared with very ambient music making, all of these music offerings may even enhance your event experience!

Alcohol

If your Class, Event or Visit to Artisan Grove involves alcoholic beverages, you must attend said alcohol...

AT ALL TIMES!

No exceptions. Alcoholic beverages left unattended or found in the possession of anyone not of legal drinking age may result in sanctions, up to and including expulsion from the Event and site.

We love beverages, but please enjoy responsibly!

Glass Tent A much loved Artisan Grove resident! Hosted by the talented Hannah d'Avila!
Open Thursday through Sunday, 9AM-3PM. *Special torch sessions will be held in the evenings! Please check at the Glass Tent for the **Class Schedule** each day.
Fees are as follows: $5 for classes, $10 for open torch Classes are limited to 6 students

- Each youth under 14 must have a parent in class to assist or teacher permission.
- Must wear closed-toed shoes.
- Recommend wearing natural fibers and hair tied back.

Woodshop - Rebel Raccoon Woodworks Please welcome a talented new Grove resident! Hosted by: Morgan Kynith
Open Tuesday through Sunday, variable hours - so check in regularly! Join Morgan in his woodshop, Rebel Raccoon Woodworks, for demonstrations and discussions with instruction throughout the event. Hours are variable, so please pop by regularly to see if our woodworker is in and what wonderful project he is working on! He is happy to share his knowledge and answer questions! Plus, wood shavings and sawdust are good for what ails you!

Casting Tent Please welcome a brilliant new Grove resident! Hosted by: THL Kenna McKenna
Visit the Pewter and Brass Casting area! Watch casting being done! Talk to the Honorable Lord Kenna about casting! Or even schedule a class session! **Open Wednesday through Saturday** at varying times during the day, so check often to see what is happening! (Please, absolutely **no** children or youth in this area without parent or guardian present.)

Medieval Kitchen Please check in with the medieval kitchen to find out what's happening

Events in the Grove

Battlemoor Artisan Challenge

What: Challenge your creative skills by making an item on-site in the set time from donated materials

When: Saturday 9-12N Where: Artisan's Grove, Classroom 5

Create something nifty out of donated materials in a few hours, then bring it to share at the Sip N Show (1-4PM.) Participants who create and share will receive the coveted Battlemoor Challenge Button and hopefully have a jolly good time!

Sip N Show

What: A gathering to celebrate our Artisans and show their beautiful and astounding talents.

When: Saturday 1-4PM Where: Artisan's Grove in the Artisan Lounge

Please join us for wine (if you are 21+ with ID) and tastes of the Middle Ages! Bring along a work you have created to show and share! Bring your Challenge Creation too! Visit and celebrate A&S with your fellow Artisans and enthusiasts! Participate in the Dirty Dozen Donation Derby! It should be a lovely afternoon! If you are interested in sharing Medieval Foods please contact

If you are interested in participating in the Donation Derby - See Below

For Battlemoor Challenge Details - See Above

4D Dirty Dozen Donation Derby

What: A Largesse Donation Challenge. Create and donate a dozen (12) or half dozen (6) items for largesse. Participants get to choose another donated item as a thank-you for participating! All remaining largesse will be donated to our Crown and Visiting Crowns! It is delightful fun and your work could be spread across the Known World! When: Saturday 1-4PM Where: Artisan's Grove in the Artisan Lounge (in conjunction with the Sip N Show.) Contact: THL Leofsige O Caoimh (Lyssa) - Derby on Facebook

Brewing Competition - Saturday All Day *See Brewer's Tent listing for Details

Medieval Court Dancing - Friday 6-8PM Classroom 3&4 *See Class Description

Brewer's Tent

Welcome Brewers and Brew Lovers! Please check the tent for possible pop-up classes, as well as the Wine Appreciation Class on Thursday! (*See Grove Class Schedule for details.) And then come register for the…

Fourth Annual Battlemoor Brewmaster Competition

Come one, come all!

Compete for the coveted Title of Brewmaster in the Fourth Annual Battlemoor Brewmaster Competition!

Enter up to three entries per person in one or all of the categories; Mead/Wine, Beer/Cider, and Cordials/Spirits. Prizes will be awarded in each category as well as Populace Choice and overall Brewmaster!

Please note, to earn the prestigious Brewmaster Championship Title of Brewmaster, you must enter more than one category. Last year's winners put forth some amazing beverages; Sir Fierrien Greenholm won the prestigious honor of Brewmaster, David Thei Bault won the Wine/Mead Brewmaster, Lord William won the Beer Brewmaster title as well as overall Populace Choice, and Lord Dubhghaill won the Cordial Brewmaster title. Come test the might of your brews against the best brewers in the realm!

Don't brew but enjoy drinking? Come taste the best brews the Outlands has to offer! Whether you would like to sign up to judge or just want to participate in the Populace Choice, come enjoy these fine brews (ID must be shown to participate). This year there will be A&S classes inspired by the Brewmaster Competition including a "Enjoying Wine" a wine tasting and appreciation class held by Lady Belatumara. If you are interested in holding a class or demonstration in the Brewing Pavilion please gets with Lady Belatumara at bellatumara@gmail.com.

Rules:
1. Only three entries per person, regardless of the categories.
2. Entries must be brewed by contestant.
3. Entries must be registered by taking a blind sample to the Brewers Pavilion and signing up.

****Registration: 9:00 am through 11:00 am Saturday****
****Please note that the Registration window has been altered from previous years and is only open the morning of the competition.**

Saturday Schedule:

9:00-11:00 Registration

11:00-11:30 Judges Assemble & Instructions/ Procedures given to Judges

11:30-12:30 Judging for Wine/Mead Entries

12:30-1:30 Judging for Beer/Cider

1:30-2:30 Judging for Cordials/Spirits

2:30-3:30 Populace Choice

3:30-4:30 Individual Critique and Q&A

Winners will be announced in Grand Court and prizes awarded after Grand Court.

No documentation is required, however the last hour is dedicated to individual critique where each entrant will be allowed to speak briefly on their brews and brewing style and then receive direct feedback and score sheets from the judges. The first contestant to return for their evaluation will be the first one reviewed by the judges so please return promptly at 3:30 to get your review sheets and any leftover entries/bottles. My philosophy is that everyone takes their own approach to brewing, some people brew by the numbers and some let it just do its thing. I hope that we'll all have some very interesting conversations during this section of the competition.

Minimum Entry Quantities per Category:
Beer - a six pack of 12 oz bottles , Wine - one 750 ml wine bottle ,Cordials - one pint
Please indicate on the Sign-Up Sheet if your beverage is to be served cold and ensure all carbonated beverages are registered and dropped off with enough time for them to settle if they got shaken up in transportation.

Please feel free to contact the host Lady Belatumara filia Disideri at bellatumara@gmail.com

Artisan Grove Classes

Wednesday

12-3PM Set Up Brewer's Tent
OPEN : Casting Tent and The Woodshop (Rebel Raccoon Woodworks) - Variable Hours

Class Title: Beginning Kumihimo -Teacher: Mistress Asenath de Winter
Day/Time: Wednesday 1-3PM **Location:** Classroom 1 **Description:** Basic kumihimo with all materials provided.
Length: 2 Hours **Cost/Fee:** $5.00 **Class Limit:** 10 **Youth Friendly:** Yes

Class Title: Naalbinding Help -Teacher: Baroness Annys Wolf of Wharram Percy
Day/Time: Wednesday 1-2PM **Location:** Fiber Tent **Description:** Having issues with naalbinding? Come sit down in the fiber tent and get informal help with a stitch, increasing, decreasing, shaping a garment, or other issues you may be having. This is not a formal class, but help for those who have taken a naalbinding class and need some further support.
Length: 1 Hour **Class Limit:** 20 **Youth Friendly:** Yes

Class Title: Persona Development Workshop -Teacher: THL Beatrix of Ambleside
Day/Time: Wednesday 2-3PM **Location:** Classroom 5 **Description:** Join Beatrix to work through basic persona building questions and to discuss research ideas, applications for persona work and generally enjoy sharing creative aspirations! **Length:** 1 Hour **Youth Friendly:** Yes

Class Title: Craft Hour for Kids Hosted by a Kid -Teacher: Phoebe (and Mom)
Day/Time: Wednesday 3-4PM **Location:** Classroom 5 **Description:** Open Crafting Time (with a few simple crafts provided) for younger children to meet each other in an Arts and Sciences setting. Grove adult staff will be supervising and all children **MUST** be accompanied by a parent, no exceptions. **Length:** 1 Hour **Cost/Fee:** None, but donations accepted to cover provided materials. **Youth Friendly:** Yes!!

Thursday

9AM GLASS TENT Schedule Begins (See Tent for Schedule)
OPEN: Casting Tent and The Woodshop - Rebel Raccoon Woodworks - Variable Hours
4 PM STAG CHOIR Rehearsal Classroom 3&4

Class Title: Punto in Aria -- Late Period Needle Lace Teacher-THL Bronwen of Hindscroft
Day/Time: Part 1 Thursday 10-12N, resuming 1-3PM Part 2 Friday 12-4PM **Location:** Classroom 1
Description: Intensive Workshop on Needle Lace. The class will be hands on creating late period needle lace, during 8 hours, spread over two days. Previous sewing experience may be helpful. Serious students will create a treasure to cherish! **Length:** 8 Hours **Class Limit:** 5 **Youth Friendly:** No

Class Title: Make your Own Naalbinding Needle -Teacher: Mistress Asenath de Winter
Day/Time: Thursday 10-12N **Location:** Classroom 2 **Description:** Create a functional naalbinding needle of your very own.
Length: 2 Hours **Class Limit:** 20 **Youth Friendly:** No

Class Title: Period Paintbrushes- Teacher: THL Marion Forester
Day/Time: Thursday 10-11AM **Location**: Classroom 3 **Description:** Hands on class. We will speak briefly about period sources of paintbrush information and materials; and then make our own brushes using squirrel and mink fur. **Length**: 1 Hour Cost/Fee: $2 per paintbrush or free when donated to largess! **Youth Friendly**: Participant needs some manual dexterity to tie knots.

Class Title: Period Herbal Texts -Teacher: Baroness Annys Wolf of Wharram Percy
Day/Time: Thursday 10-12N **Location**: Classroom 4 **Description**: Class will discuss various herbal medical texts available in different times and places in period, and general medical theories the texts were based on. Modernly published translated versions of some texts will be available to view during class. **Length**: 2 Hours Class Limit: 20 **Youth Friendly**: Yes

Class Title: How to Look Like You Stepped Out of a Late Period Portrait Teacher: THLady Cecilia Caterina da Firenze
Day/Time: Thursday 10-11AM Location: Classroom 5 **Description**: So you have a great late period dress. Now what? This class will look at Period Portraiture and Extant Pieces of late period shoes, jewelry and other accessories from pockets, zibbelini, fans, and the right undergarments that make that dress go from good to great. We will also discuss how you can make your own accessories on a budget, including a pair of camp shoes that will pass for period looking and can work great for the kid whose feet grow every 3 months. **Length:** 1 Hour Cost/Fee: Donation for the cost of handouts **Youth Friendly**: Yes

Class Title: Know your Leeches, First Aid in the SCA Teacher: Lord Lothar de Sauvage, CLG **Day/Time:** Thursday 11-12N **Location:** Classroom 3 Description: Introduction to first aid in an SCA context, including scope of practice, legal issues, first aid kits, and observation / care of self and others**. Length**: 1 Hour Class Limit: 10 **Youth Friendly**: At Parents Discretion - Some gore and strong language may be discussed.

Class Title: War Drumming for Battles Teacher: Master Harduin of Heristal
Day/Time: Thursday 11-12N **Location:** Classroom 5 **Description:** Ensemble mallet/stick drumming for melees. **Length:** 1 Hour **Class Limit:** 10 **Youth Friendly:** Yes

Class Title: St. Birgitta's Cap Teacher: Lady Unna Farulfsdottir
Day/Time: Thursday 1-4PM **Location:** Classroom 2 **Description:** Learn how to make a historical cap that stays on your head. It's a good base for a veil or other headwear. **Length:** 3 Hours **Class Limit:** 8 **Youth Friendly:** Yes, if Youth has sewing experience.

Class Title: Posaments: Viking Metal Knotwork Teacher: Countess Danielle de La Rochelle
Day/Time: Thursday 1-3P **Location:** Classroom 3 **Description:** In this class, you will learn how to make the Viking metal knotwork known as posaments, so you can bling out your Viking garb and accessories! You will learn what posaments were made of, how to make them, and how they were used in the Viking era. Students will get some materials to work with and a handout with some resources and diagrams of all the knots!. **Length:** 2 Hours **Cost/Fee:** Donations to cover materials welcome! **Youth Friendly:**Pre-teens and up

Class Title: The Art of Teaching: for A&S Teacher: Lady Cadlae "Key" Horsey
Day/Time: Thursday 1-3PM **Location:** Classroom 4 **Description:** Teaching is an art form . Learn ways to help your students understand and retain more from your classes. Develop strategies that make your classes fun and entertaining. Get a simple easy to use lesson plan template to help you stay organized. Most important have fun and be inspired to share your vast knowledge and passion with others. **Length:** 2 Hours **Cost/Fee:**$3 - for printed materials **Youth Friendly:** No

Class Title: War Drumming for Tournaments **Teacher:** Master Harduin of Heristal
Day/Time: Thursday 1-2PM **Location:** Classroom 5 **Description:** Ensemble mallet/stick drumming for the tournament setting. **Length:** 1 Hour **Class Limit:** 10 **Youth Friendly**

Class Title: Cardboard Pocket Weaving Teacher: THL Suzanna Jewell
Day/Time: Thursday 1PM **Location:** Fiber Tent **Description:** Learn to weave a pouch on a cardboard loom. Materials are provided. Students will be keeping the cardboard loom they are working on. **Length:** 1 Hour **Cost/Fee:** The needle used in class can be purchased for $1.00 **Class Limit:** 8 **Youth Friendly:** 11 years and older

Class Title: Music Jam (with Practice Hour) **Teacher:** Gwenhwyvar ferch Tewdrig
Day/Time: Thursday, Friday, Saturday - Practice Begins 2PM, Music Jam Follows **Location:** Classroom 5 **Description:** Come join me to play some medieval chamber music! Explore the work of William Byrd, Giovanni Gabrielli, and John Dowland. Enjoy creating some lovely sounds. I will have sheet music at the class and PDFs can be found online ahead of time. Own a guitar? Play the flute? Period instruments not required - just a love of playing music. Can't play? Never fear! Each class will start with a one hour class on how to read and play music. I will have loaner recorders and can go over the basics before the jam session starts. Come for just the beginner class or the jam session or both! **Length:** 2+ Hours **Youth Friendly:** Yes, if they are able to participate.

Class Title: Viking Bone Flute Manufacturing **Teacher:** Egil Thorsson
Day/Time: Thursday 3-4:30PM **Location:** Classroom 1 **Description:** Learn how to select, process, build and play a Viking bone flute. **Length:** 1.5 Hour **Class Limit:** 15
Youth Friendly: Yes, above the age of 14

Class Title: Enjoying Wine **Teacher:** Lady Bellatumara filia Disideri
Day/Time: Thursday 3-5PM **Location:** Brewer's Tent **Description:** This will be an informal class about wine. It will cover the basics of how temperature and exposure to oxygen change the dynamics of wine with hands on examples from a selection of wines provided by the instructor (participants will need to bring their ID). We will do some pairings with cheeses, fruits, and chocolates to experience how what we eat affects how we experience the wine and vice versa. We will compare dry vs. sweet and discuss common misconceptions. Without following a set curriculum, this class will cover the basics of Enjoying Wine. **Length:** 2 Hours **Class Limit:** 15 **21+ MUST HAVE ID**

Class Title: What's Up Tonight? Astronomy **Teacher:** Lady Fiora Della Casa
Day/Time: Thursday & Friday 9:30-10:30PM **Location:** Meet at Artisan Lounge **Description:** Check out the tonight's sky. Hear tales of the constellations. Take a look through a telescope. **Length:** 1 Hour **Youth Friendly:** Yes

Friday

9AM GLASS TENT Schedule Begins (See Tent for Schedule)

OPEN Casting Tent and The Woodshop - Rebel Raccoon Woodworks - Variable Hours

3-4PM STAG CHOIR Rehearsal Classroom 3&4

Class Title: Herbal Teas **Teacher:** Baroness Annys Wolf of Wharram Percy
Day/Time: Friday 9-11AM Location: Classroom 4 **Description:** Class will discuss herbal simple teas and blend teas for health support and pleasure drinking. We will discuss which herbs blend well together, and make several teas to try during class. Note: as herbs will be present in dried form, it is possible to trigger allergies in susceptible individuals. **Length:** 2 Hours Class **Limit:** 20 **Youth Friendly:** Yes

Class Title: A Multitude of Colors: Making Period Pigments for Illumination **Teacher:** THL Marion Forester
Day/Time: Friday 10-11:30AM Location: Classroom 1 **Description:** A hands on class. We will go through the basic techniques for making period pigments. We will work on lake pigments at various stages, a super simple saffron pigment, and a mineral pigment. We will NOT be making the more poisonous pigments like lead or orpiment. You will have some pigments to take with you. Donations accepted. **Length:** 1.5 hours **Cost/Fee:** Suggested donation $5 **Youth Friendly**: Preteen and older welcome!

Class Title: Writing an Award Recommendation **Teacher:** Meistr Llywus ap Alan
Day/Time: Friday 10-11AM **Location:** Classroom 2 **Description:** Have you ever wondered how the King or Baron decides who deserves a particular award? Well, recommendations from the populace are a big part of it. I will show how easy it is to write a recommendation for an award, plus help dispel many of the myths and fallacies about recommendations. **Length:** 1 Hour **Youth Friendly:** Yes

Class Title: Beginning Leather Carving **Teacher:** THL Elric Thurstonsen of Dragonskeep
Day/Time: Friday Part 1 10-12N Part 2 **1-3PM Location:** Classroom 3 **Description:** Beginning Decorative Leather carving for first time students and those that need practice and help. Teaches at least 3 tools and may involve the 7 basic leather carving tools depending on the design the student wants to do. **Length:** 4 Hours Cost/Fee: $5.00 **Class Limit:** 7 **Youth Friendly:** Students will be using a swivel knife and need to be old enough to do so safely. Suggested age is 13 and older.

Class Title: The Three F's of Norse/Slavic Clothing **Teacher:** Duchess Cecilia Mowebray & Countess Ingriðr Rauðkinn **Day/Time: Friday 10-11AM Location:** Classroom 5 **Description:** The Three F's of Norse Clothing: Fit, Fabric, and Function So you made this awesome thing, now what? Does it fit right? Are your seams puckering? How do you make it look authentic? Come to a round table show-and-tell in which we will discuss Norse clothing vs costuming using examples from our own wardrobes to go over common tweaks to make a more accurate and functional silhouette. **Length:** 1 Hour **Youth Friendly:** No

Class Title: Resist-less Silk Banners: A more period banner **Teacher:** Madame Adelaisa Bernois
Day/Time: Friday 11-12N **Location: Classroom 2 Description:** I've been researching a more period, resist-less banner/standard. The "normal" SCA way involves applying a resist or gutta to a silk banner and then using dye to color the silk. Based upon the work of Cennini and Eracles, I've come up with a "more period" banner. Come learn this new technique and explore a new banner making technique. **Class Limit:** Handouts for 15, no limit on observers **Length:** 1 Hour Youth Friendly: Yes

Class Title: Open Philosophy Discussion **Teacher:** Sir Rowland de Grey with special guests
Day/Time: Friday 11-12N and Saturday 11-12N Location: Classroom 4 **Description:** We invite any and all to come and share their thoughts on various subjects relevant to the current middle ages. Our aim is to get you thinking, so bring an open mind, questions you may have, and perhaps a place to jot down what you have learned. All experience levels are welcome. We hope to see you there. Starting topics shall be determined by the facilitators but the conversation is fluid, so who knows where we might end up. **Length:** 1 Hour **Class Limit:** 30 **Youth Friendly:** 14+

Class Title: Basic Middle Eastern Hand Drumming **Teacher:** Master Harduin of Heristal
Day/Time: Friday 11-12N Location: Classroom 5 **Description:** Basic hand drumming rhythms and techniques.
Length: 1 Hour **Class Limit:** 15 **Youth Friendly:** Yes

Class Title: Punto in Aria -- Late Period Needle Lace **Teacher:** THL Bronwen of Hindscroft
Day/Time: Part 1 Thursday 10-12N, resuming 1-3PM Part 2 Friday 12-4PM Location: Classroom 1
Description: Intensive Workshop on Needle Lace. The class will be hands on creating late period needle lace, during 8 hours, spread over two days. Previous sewing experience may be helpful. Serious students will create a treasure to cherish! **Length:** 8 Hours **Class Limit:** 5 **Youth Friendly:** No

Class Title: Needle Felting **Teacher:** Lady Sæunn Hrafndóttir

Day/Time: Friday 1-2PM Location: Classroom 2 **Description:** Felt was used throughout history for a multitude of purposes, with pieces being found as early as 6,500 BC. Felt was used to make clothing, tents, blankets, armor, and art. Come share the history of this craft, learn a new skill, and create your own piece of art. This class will use Needle Felting which is a modern dry felting strategy to create beautiful designs. **Length:**1 Hour Cost/Fee: $3 material fee **Class Limit:** 8 **Youth Friendly:** Ages 10 and older. Parental consent is required for 17 and younger due to the use of sharp instruments.

Class Title: Art of Teaching: for Services **Teacher:** Lady Cadlae "Key" Horsey

Day/Time: Friday 1-3PM Location: Classroom 4 Description: Teaching is an art form in it self. Learn ways to help your students understand and retain more from your classes. Develop strategies that make your classes fun and entertaining. Get a simple easy to use lesson plan template to help you stay organized. Most important have fun and be inspired to share your vast knowledge and passion with others. **Length:** 2 Hours **Cost/Fee:** $3 - For printed materials **Youth Friendly:** No

Class Title: Dancing to Middle Eastern Drumming **Teacher:** Master Harduin of Heristal

Day/Time: Friday 1-2PM Location: Classroom 5 **Description:** Basics of dancing to Middle Eastern drum patterns.
Length: 1 Hour **Class Limit:**15 **Youth Friendly:** Yes

Class Title: Herbal Fiber Care and Bug Repellent **Teacher:** Baroness Annys Wolf of Wharram Percy

Day/Time: Friday 1-2PM Location: Fiber Tent Description: Class will cover use of herbs to care fiber, yarn, and fabric, both in period and modern day. Length: 1 Hour Class Limit: 20 Youth Friendly: Yes

Class Title: Archer Marshal Class Teacher: THL Lyssa (Outlands Archer General)

Day/Time: Friday 2-3PM Location: Classroom 2 Description: Required class for becoming an archer marshal. Open to non-archers. Length: 1 Hour Class Limit: 50 Youth Friendly: Yes, but we cannot authorize marshals under 18.

Class Title: Music Jam (with Practice Hour) **Teacher:** Gwenhwyvar ferch Tewdrig

Day/Time: Thursday, Friday, Saturday - Practice Begins 2PM, Music Jam Follows Location: Classroom 5
Description: Come join me to play some medieval chamber music! Explore the work of William Byrd, Giovanni Gabrielli, and John Dowland. Enjoy creating some lovely sounds. I will have sheet music at the class and PDFs can be found online ahead of time. Own a guitar? Play the flute? Period instruments not required - just a love of playing music. Can't play? Never fear! Each class will start with a one hour class on how to read and play music. I will have loaner recorders and can go over the basics before the jam session starts. Come for just the beginner class or the jam session or both! Length: 2+ Hours Youth Friendly: Yes, if they are able to participate.

Class Title: Winter Travel: Skis **Teacher:** Sir Iohann der Vuhs Day/Time: Friday 3-4PM Location: Classroom 2 Description: Even after the snows start falling, people still need to travel. Learn how skis have been made and used in Northern Europe for thousands of years, based on extant finds, illuminations, and traditional ski-making techniques. Length: 1 Hour Youth Friendly: Yes

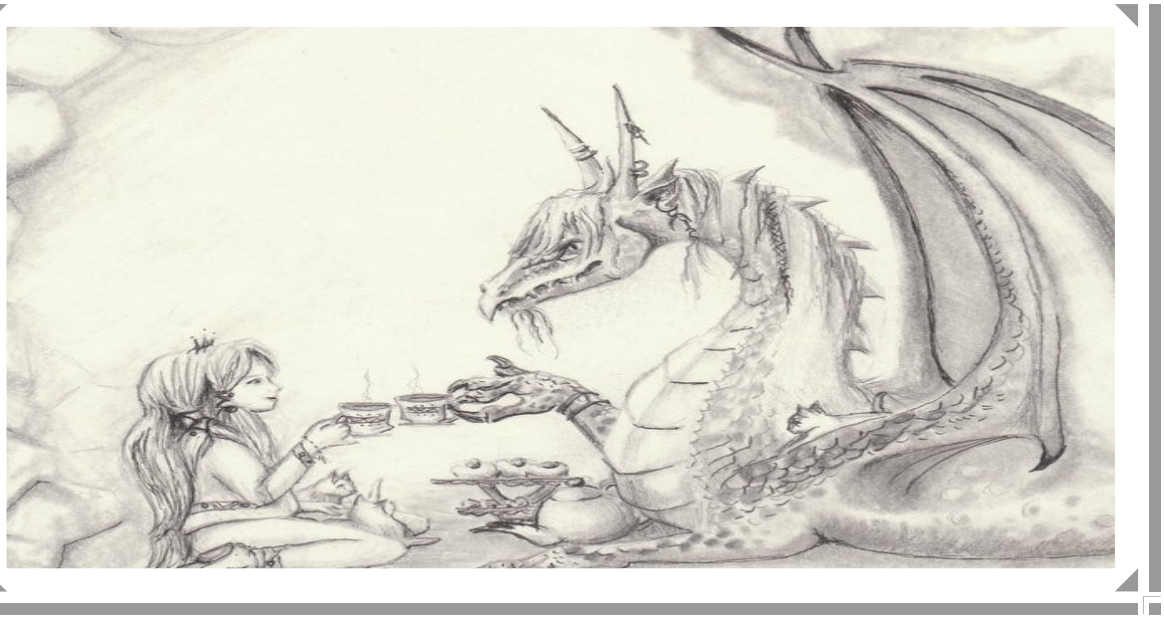
Class Title: Trebuchets in Medieval Siege **Teacher:** THL Angus Montgomery the Forrester Day/Time: Friday & Saturday 3-4PM Location: Archery Field (Look for the 30 ft. Trebuchet)
Description: Talking about the trebuchet and its use and building during the medieval siege. Length: 2 Hours Class Limit: 100 Youth Friendly: Youth only with adults, adult level class.

Class Title: Medieval Court Dancing **Teacher:** Maestra Elena Isabella de Glastonbury

Day/Time: Friday 6-8PM Location: Classroom 3&4 Description: Come join us for an evening of music and dancing! No experience required. We will do a mix of English Country and Italian dances. Which ones depends on the number and experience of the dancers present. Length: 2 Hours Class Limit: 50 Youth Friendly: Yes

Class Title: What's Up Tonight? Astronomy **Teacher:** Lady Fiora Della Casa

Day/Time: Thursday & Friday 9:30-10:30PM Location: Meet at Artisan Lounge Description: Check out the tonight's sky. Hear tales of the constellations. Take a look through a telescope. Length:1 Hour Youth Friendly: Yes



Saturday

9AM GLASS TENT Schedule Begins (See Tent for Schedule)

9AM Battlemoor Artisan Challenge Begins

9AM Brewer Registration Begins

OPEN Casting Tent and The Woodshop - Rebel Raccoon Woodworks - Variable Hours

1-2PM Outlands Scribes Meeting Classroom 4 *A scribal meeting to discuss current and future projects and issues. Welcome to those who want to become scribes as well.

1-4PM Artisan SIP N SHOW Classroom 5 & Lounge

1-4PM 4D Dirty Dozen Donation Derby *Same location as SIP N SHOW

3PM Fiber Guild Meeting

3-4PM STAG CHOIR Rehearsal Classroom 1&2 (*Note this is different from TH&F)

Class Title: Hebrew and Arabic Calligraphy 101 Teacher: Baroness Annys Wolf Of Wharram Percy

Day/Time: Saturday 9-12N **Location**: Classroom 3 **Description:** Class will cover proper letter formation for each letter in both alphabets, styles of calligraphy for each language in period, and appropriate uses of each language for a scroll, as well as helpful hints for translation. **Length**:3 Hours
Class Limit: 20 **Youth Friendly**: Yes

Class Title: Making Period Paint for Illumination Teacher: THL Marion Forester

Day/Time: Saturday 10-11AM **Location:** Classroom 1 **Description:** Hands on class. We'll talk briefly about how Paint was made in period and then we'll make our own! The paint will be a non-toxic paint that can be reconstituted with water. You will be able to take your paint with you. If you made pigment with me previously you can use that in this class. I will also have kits to purchase if you are interested in continuing your paint making adventures. **Length:** 1 Hour **Cost/Fee:** $3 per color suggested donation or free if you want to donate to largess! **Youth Friendly:** Preteen and older welcome

Class Title: Roman Rag Doll Make & Take Teacher: Lady Hawisia de Groote

Day/Time: Saturday 10-12N **Location:** Classroom 2 **Description:** Make & take a Roman rag doll based on an extant item in the collection of the British Museum. Kit provided to make & clothe one doll per participant. Kit will contain no animal products/fibers. **Length:** 2 Hours **Class Limit:** 30 **Youth Friendly:** Yes

Class Title: Simple Finger loop Award Cord Teacher: Mistress Asenath de Winter

Day/Time: Saturday 10-11AM **Location:** Classroom 4 **Description:** Make an award cord in less than one hour! All materials are provided. **Length:** 1 Hour **Class Limit:** 15 **Youth Friendly:** Yes

Class Title: On the Making of Iron Gall Ink Teacher: Meistr Llywus ap Alan

Day/Time: Saturday 11-12N **Location:** Classroom 1 **Description:** We will discuss the process of making Iron Gall Ink, one of the most common inks used in period. Examples of the materials and supplies will be shown, along with sources for materials. We will NOT be making ink in class, as this takes several hours to complete. A limited number of bottles of ink will be available for purchase. **Length:** 1 Hour **Youth Friendly:** Yes

Class Title: Open Philosophy Discussion Teacher: Sir Rowland de Grey with special guests **Day/Time**: Friday 11-12N and Saturday 11-12N **Location:** Classroom 4 Description: We invite you come and share your thoughts on various subjects relevant to the current middle ages. Our aim is to get you thinking, so bring an open mind, questions you may have, and perhaps a place to jot down what you have learned. All experience levels are welcome. Starting topics shall be determined by the facilitators but the conversation is fluid**. Length**: 1 Hour **Class Limit**: 30 **Youth Friendly**: 14+

Class Title: Fiber Prep and Drafting Off a Spinning Stick Teacher: THL Suzanna Jewell **Day/Time**: Saturday 1PM **Location**: Fiber Tent
Description: Students will gain a variety of spinning knowledge, from what they need to know before spinning through drafting off of a stick. Everything will be provided. Length: 1 Hour Class Limit: 8 Youth Friendly: 11 years and older

Class Title: Music Jam (with Practice Hour) Teacher: Gwenhwyvar ferch Tewdrig

Day/Time: Thursday, Friday, Saturday - Practice Begins 2PM, Music Jam Follows **Location:** Classroom 5 Description: Come join me to play some medieval chamber music! Explore the work of William Byrd, Giovanni Gabrielli, and John Dowland. Enjoy creating some lovely sounds. I will have sheet music at the class and PDFs can be found online ahead of time. Can't play? Never fear! Each class will start with a one hour class on how to read and play music. I will have loaner recorders and can go over the basics before the jam session starts. Come for just the beginner class or the jam session or both! Length: 2+ Hours **Youth Friendly**: Yes, if they are able to participate.

Class Title: Trebuchets in Medieval Siege Teacher: THL Angus Montgomery the Forrester

Day/Time: Friday & Saturday 3-4PM **Location:** Archery Field (Look for the 30 ft. Trebuchet) description: Talking about the trebuchet and its use and building during the medieval siege. **Length:** 2 Hours **Class Limit**:100 **Youth Friendly**: Youth only with adults, adult level class

Estrella War XXXV

The Kingdoms of

Atenveldt and the Outlands invite you to join us in Queen Creek, AZ

February 19th – 25th for the first war of 2019!

Save the date!